DC
NEXT LEVEL
13+ TEEN
2
ALL IN
BATWOMAN
DANI
2025.
RUCKA
DaNi
HOLLINGSWORTH

Written and drawn by JAMAL CAMPBELL
ZATANNA
#1
NEXT LEVEL
APRIL
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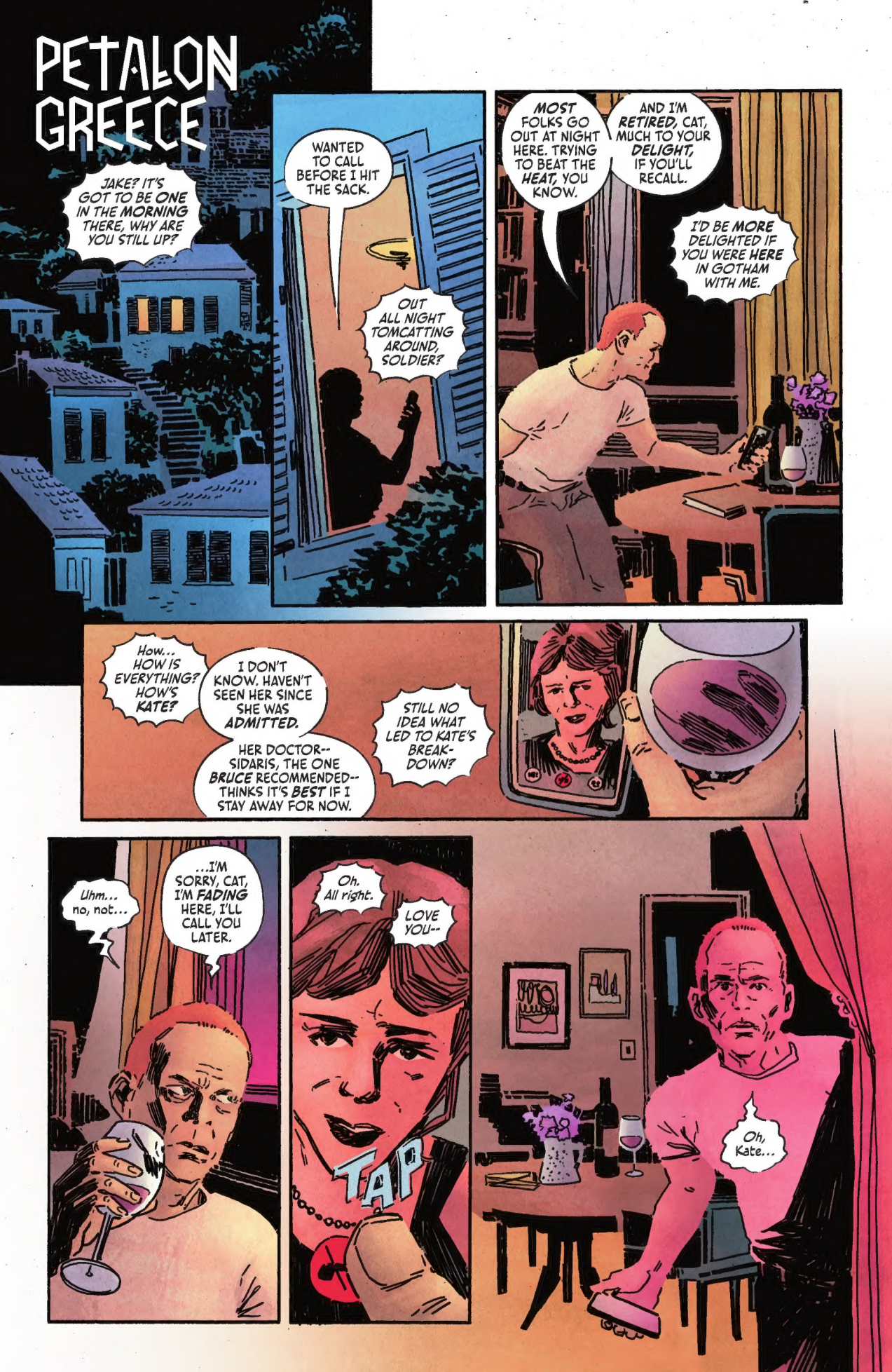
THE GREATEST TOUR IN MAGIC BEGINS!


PETALON GREECE
JAKE? IT'S GOT TO BE ONE IN THE MORNING THERE, WHY ARE YOU STILL UP?
WANTED TO CALL BEFORE I HIT THE SACK.
OUT ALL NIGHT TOMCATTING AROUND, SOLDIER?
MOST FOLKS GO OUT AT NIGHT HERE. TRYING TO BEAT THE HEAT, YOU KNOW.
AND I'M RETIRED, CAT, MUCH TO YOUR DELIGHT, IF YOU'LL RECALL.
I'D BE MORE DELIGHTED IF YOU WERE HERE IN GOTHAM WITH ME.
How... HOW IS EVERYTHING? HOW'S KATE?
I DON'T KNOW. HAVEN'T SEEN HER SINCE SHE WAS ADMITTED.
HER DOCTOR-- SIDARIS, THE ONE BRUCE RECOMMENDED-- THINKS IT'S BEST IF I STAY AWAY FOR NOW.
STILL NO IDEA WHAT LED TO KATE'S BREAK-DOWN?
Uhm... no, not...
...I'M SORRY, CAT, I'M FADING HERE, I'LL CALL YOU LATER.
Oh. All right.
LOVE YOU--
TAP
Oh, Kate...

...what have you done?
BEEP
HISS

Dammit, Kate.
ESCHATON TOWER
01:47 HOURS
./TELEMETRY
>>_ACTIVE
./TRACKING
./BIOMON
>>_OFFLINE
./TELEMETRY
>>_ACTIVE
./TRACKING
./BIOMON
>>_OFFLINE

DC Comics Presents:

BATWOMAN
ESCHATOLOGY PART TWO

writer
Greg Rucka
DaNi artist
and **Matt Hollingsworth** colorist
with **Hassan Otsmane-Elhaou** letterer

variant covers by
Stjepan Šejić
Jenny Frison
Dustin Nguyen
and a cover by **DaNi & Hollingsworth**

with assistant editor **James Reid**
and editor **Rob Levin**

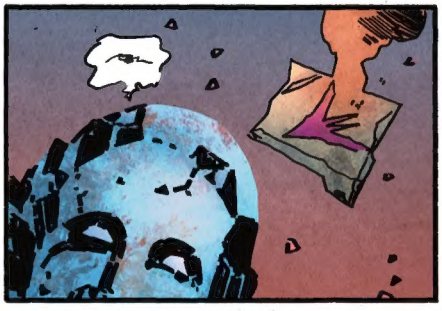
"...I'M ON MY WAY..."
WE'RE ON THE ROOF. THERE'S NO SIGN OF HER.
SHE MAY HAVE ALREADY FLED.
SHE'S THERE...
...SHE'S CHALLENGING US.
THERE'S A NOTE...
...SHE LEFT US A MESS--
TINK
--age--
THNK
THNK

THOOOOM

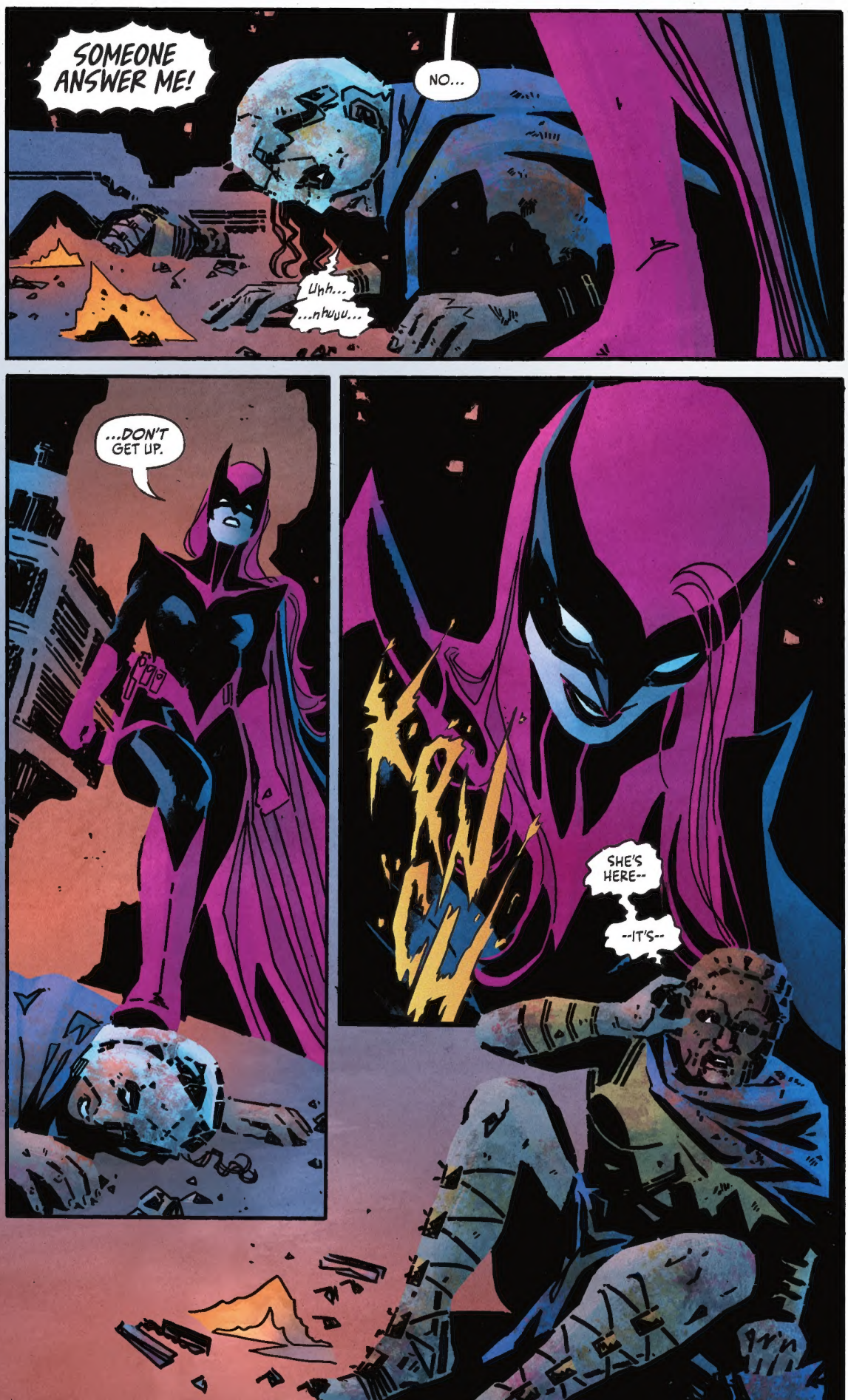
FOOOOM
SKREEEEE

Oh #@%t.

÷Gnnh÷
h...h... help...



YOU WILL PAY FOR WHAT YOU DID
--HAPPENED! WHAT'S GOING ON UP THERE?!


SOMEONE ANSWER ME!
NO...
Uhh...
...nhuuu...
...DON'T GET UP.
KRAK
SHE'S HERE--
--IT'S--

--HER--
--it's--
--herAAAAA--
KRANG
SLAT

Well, THAT'S NOT GOOD.
I SHOULDN'T THINK SO, NO, MR. GORES.
I NEED TO GET BACK TO THE CONVENT.
DESPINA, A MOMENT, PLEASE.
I KNOW YOU THINK I SHOULDN'T BE HERE. THAT I'M AN UPSTART.
THAT I'M NOT TRUE IN THE FAITH.
I'D EVEN GO SO FAR AS TO SAY THAT YOU DON'T LIKE ME. WHICH IS UNFORTUNATE, BECAUSE I LIKE YOU.
Quite a lot, in fact.
WE'D MAKE A POWERFUL COUPLE IN THE COMING AGE...
...YOU LEADING THE DAUGHTERS OF LILITH, ME IN COMMAND OF THE STONE AND ITS LEGIONS.

MY MOTHERS HAVE *SERVED* AND *WORSHIPPED* HERE IN PETALON SINCE THE *ARTIFACTS* YOU SO TREASURE WERE *NEW.*
THE LINE I REPRESENT STRETCHES *UNBROKEN* TO THE FIRST *BLOOD* TO STAIN THE *RED ROCK.*

YOU *ARE* AN UPSTART, MR. GORES. YOU SHOULD *NOT* BE HERE.
AND I HAVE *SERIOUS* DOUBTS AS TO THE *CONVICTION* OF YOUR *FAITH.*
SO *PROVE* ME *WRONG.*

HOW DO I *DO* THAT?

I *want* her, Mr. Gores.
Alive. Unspoiled. Unsullied.
Bring her to *me...*

...and together she and I will make *all* your *dreams* come to pass.

PAGONA, FIND DR. AGELASTOS.
WE NEED HIM TO *DO* SOMETHING FOR US...

--ARGHH--
--UNGGNN--
--EYE MY--
--FLANK HER--
--FAITH PROTECT MEE
AIEEE!
ENOUGH OF THIS!
YOU HAVE FAILED! DESTINY IS WRITTEN!
KRAK
No.
WHY ELSE ARE YOU *HERE*? YOU *HAD* TO COME. YOU HAD *NO CHOICE.*
BEFORE YOU WERE EVER *BORN*, IT WAS CARVED IN *BLOOD* ON THE *STONE*...
...IT IS *HIS* WILL, AS SPOKEN BY *CAIN.*
No.

YES.

Nnn--

BRING HER TO ME.

VMMM

--hghh--
KRNCH
Tasty
TAXI
?!
NG
HH!

GET ON!
Dammit, GET ON--
SRTCH
HNNGGH!
Daddy?

Gotta...
...gotta get you outta here...
YOU COME WITH US.
TAKE THE MAN.
KNIVES TO HIS THROAT.

Let him...
...let him go.
WHO IS HE TO YOU THAT YOU CARE?
MASTER SLAY SAID TO BRING YOU.
RETURN WITH US. BE WITH US.
FULFILL YOUR PURPOSE.
Don't... don't
SILENCE.
I won't...
...I can't...
...I'm sorry, Daddy...

KRAK

KRAK

GRAH!

KRAK

No...

...no...

...what're you doing--

--No, DON'T--

KRAK

...oh, God...
...oh, Kate...
"...WHAT HAVE YOU DONE?"
TO BE CONTINUED...

I LOVE MAGIC.
MAGIC IS BOUNDLESS WONDER. MAGIC IS UNFATHOMABLE HORROR. MAGIC IS UNFETTERED KNOWLEDGE.
YET, MAGIC HAS LOST SOMETHING.
IN ERAS PAST, MAGIC CALLED UPON INDIVIDUALS TO OVERSEE AND GUIDE IT. THEY WERE KNOWN AS OVERSEERS OF THE REALMS, ONES SEEN BY MAGIC, THE GREATEST OF MAGES: THE PRIME MAGUS.
THERE HASN'T BEEN A PRIME MAGUS IN OVER A MILLENNIUM.
I THINK IT'S LONG PAST TIME I CHANGED THAT.
ZATANNA
#1 Preview
WRITER/ARTIST
JAMAL CAMPBELL
LETTERER
ARIANA MAHER

COME ONE, COME ALL! WITNESS THE GREATEST MAGICAL TOUR TO EVER GRACE THE **REALMS OF MAGIC!**

VIA THE GLAMOUR-LIT STAGE OF THE WANDERING **SHADOWCREST THEATER...**

MAKE SOME NOISE FOR OUR BRAND NEW **PRIME MAGUS...**

...ZATANNA ZATARA, THE GREATEST!

NO REALM IS TOO SMALL TO RECEIVE HER PROTECTION, FOR THE PRIME MAGUS VOWS TO BE A SHIELD FOR ALL!

NO MORTAL IS TOO ILL-FATED TO RECEIVE HER BLESSINGS, FOR THE PRIME MAGUS VOWS TO BE AN AID TO ALL!

NO GOD-THING IS TOO PROUD TO HEAR TO HER WORDS, FOR THE PRIME MAGUS VOWS TO BE A VOICE FOR ALL!

NO MONSTER IS TOO DAMNED TO ESCAPE HER JUSTICE, FOR THE PRIME MAGUS VOWS TO BE A SWORD FOR ALL!

WHERE WILL SHE STOP NEXT? WHERE SHE IS NEEDED MOST.

RAVEN-I TO ~~BETA TEAM~~ STATUS?

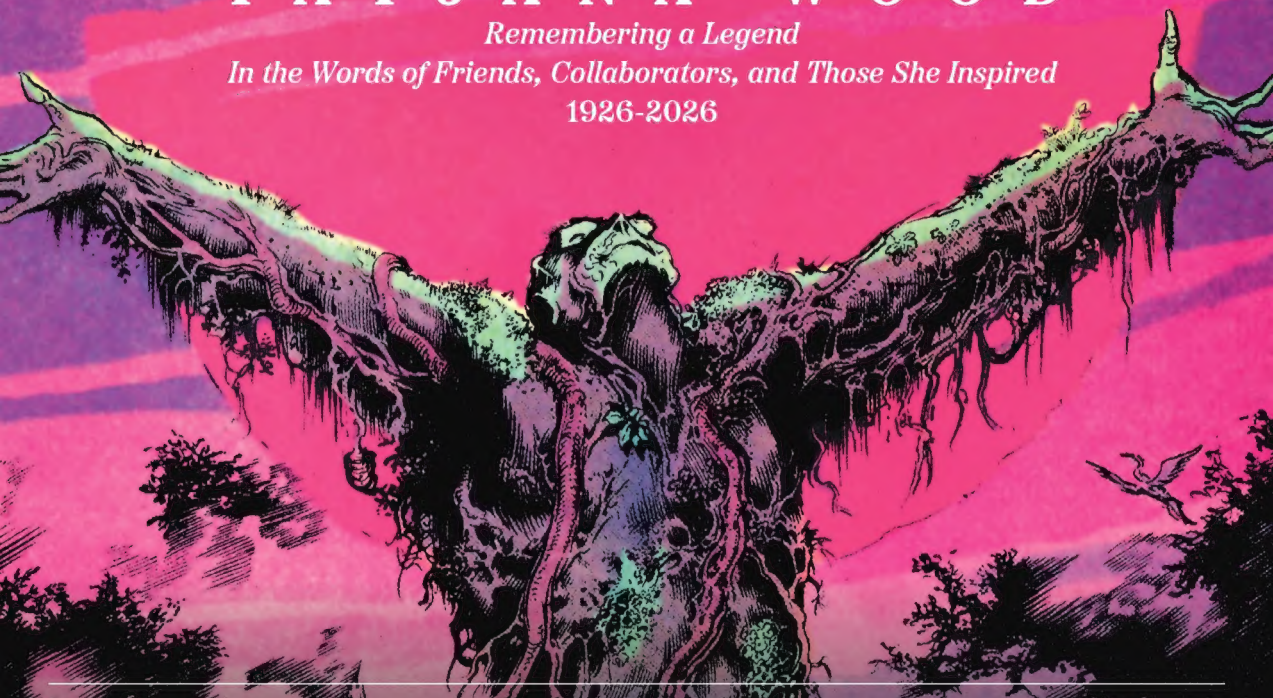
REPEAT. BETA TEAM, WHAT IS YOUR STATUS?
EHH, PREEEETTY SURE THEY'RE ALL DEAD.
DAMMIT! AGENT RHODES, THE TARGET WAS LAST SIGHTED ON--
STAND DOWN.
BUT--!
I'VE GOT EYES ON A THIRD PARTY APPROACHING THE TARGET.
IT'S HER.
SO, LET'S JUST SIT BACK AND ENJOY THE SHOW.
CRUNCH
CRUNCH
THGIL.
TO BE CONTINUED IN
ZATANNA #1
ON SALE IN APRIL!
DC
NEXT LEVEL

TATJANA WOOD

Remembering a Legend

In the Words of Friends, Collaborators, and Those She Inspired

1926-2026



"Tatjana was a trailblazer; her impact and influence are immeasurable. With her fine artist's touch and evocative palette, she made every story better."
—**Karen Berger** (editor, *Swamp Thing*, *Animal Man*, *Wonder Woman*, and more)

"I have to thank Tatjana for making me and many other artists look good. Her work was exemplary."
—**Brian Bolland** (artist, *Camelot 3000* and more)

"I never had to worry about whether the coloring would be good or not; she spoiled me in that regard."
—**Nancy A. Collins** (writer, *Swamp Thing*)

"I remember her fondly. With her dark, smoky voice and awesome color sense. With a limited palette and a lot of talent. She did miracles."
—**Denys Cowan** (artist, *The Question*)

"One of the greatest comic book colorists of the last century. When I found out Tatjana would be working on *The Warlord*, it made me want to do better work, and she always gave back more than she got."
—**Mike Grell** (writer/artist, *The Warlord*)

"Tatjana Wood was as vital to the legacy of Swamp Thing as any writer or artist. She was the through line connecting so many great eras of the title. Her work was the epitome of accentuating the line art without upstaging it. A true master. I count myself lucky to have worked with her."
—**Phil Hester** (artist, *Swamp Thing*)

"Underrated, except by history. Undervalued, except by her peers. She has been an inspiration to my journey, and so many others'."
—**Richard Horie** (colorist)

"Tatjana Wood was a storyteller. Her aesthetics were pure and stunning, her approach nuanced and innovative. Through masterful use of hue and value, without the shortcuts of modern technological effects, she defined a new frontier in coloring."
—**Marie Javins** (DC Comics editor-in-chief, colorist)

"I remember being around 10-12 years old, picking up the phone (usually after dinner), and hearing a gravelly woman's voice ask very nicely to speak to my father. I asked who she was. He said she was the best colorist in the business. I'm pretty sure my dad had Tatjana color everything he drew, and for that very good reason."
—**Andy Kubert** (artist, son of Joe Kubert)

"Tatjana made the world more beautiful, one brushstroke or gesture at a time."
—**Paul Levitz** (editor, *Swamp Thing*)

"She had an extremely limited palette to work with in those days, and the way she utilized those limitations proved masterful. Complete legend."
—**Lee Loughridge** (colorist)

"She was smart, talented, funny, and as nice to a then-young editor as I possibly could have hoped for. Just the best."
—**Stuart Moore** (editor, *Swamp Thing*, *BrainBanx*, and more)

"Words can't describe how impressive her work was. She managed to make magic from an extremely limited palette and almost none of the special effects that modern colorists take for granted."
—**Trish Mulvihill** (colorist, *Swamp Thing 1989*)

"Besides being one of the very best in her field, Tatjana was funny, creative, and wise. I was so lucky to know her."
—**Tom Peyer** (editor, *Swamp Thing*, *Animal Man*, and more)

"Tatjana colored the first comic I drew for DC and managed to pull my haphazard linework into beautiful, coherent pages. She took the trouble to pass on advice and help for how to navigate color comics linework, advice I am grateful for and still use!"
—**Steve Pugh** (artist, *Animal Man*)

"Tatjana stands at the forefront of the comic book industry's greatest colorists, whose work was produced during an era before computer coloring made that job much easier. Bless you and thank you, Tatjana, for all the beautiful work you've done throughout your amazing career."
—**John Totleben** (inker/artist, *Swamp Thing*)

"Tatjana's coloring was wonderfully subtle and muted; her colors perfectly complemented the line art and helped tell the story."
—**Chaz Truog** (artist, *Animal Man*)

"Tatjana understood the elegant beauty of the old-style coloring system better than anyone."
—**Rick Veitch** (writer/artist, *Swamp Thing*)

"Tatjana Wood was one of the great colorists who defined the aesthetics of mainstream comics during the late Silver Age and early Bronze Age."
—**José Villarrubia** (colorist, remastering *Swamp Thing*)

"Tatjana's coloring helped make all of us on *Swamp Thing*, including [Bernie] Wrightson, look good. A beautiful spirit that created beauty out of pulp ingredients."
—**Thomas Yeates** (artist, *Swamp Thing*)

A LOST CLASSIC DECADES IN THE MAKING—THE LONG-AWAITED ISSUES #88-91 ARRIVE, AND THE AMBITIOUS FINAL EPIC BEGINS!

SWAMP THING 1989

Written by
RICK VEITCH

Art by
MICHAEL ZULLI
VINCE LOCKE
TOM MANDRAKE

Variant cover by
MICHAEL ZULLI

DC BLACK LABEL
Ages 17+

Presented in period-accurate trade dress
4 issues monthly beginning
APRIL

DC NATION SPOTLIGHT ON

THE FURY OF FIRESTORM

DC NEXT LEVEL

INTERVIEW WITH JEFF LEMIRE AND RAFAEL DE LATORRE

Firestorm burns brighter, and more dangerously, than ever in *The Fury of Firestorm*, a bold new Next Level series from writer Jeff Lemire and artist Rafael De Latorre. Blending psychological horror, atomic-level spectacle, and a deep reverence for the hero's legacy, the series pushes one of DC's most volatile characters to his breaking point. When the Firestorm matrix begins to evolve beyond control, the fallout will reshape everything.

A HERO REIGNITED.

JEFF LEMIRE: This is a character I've loved since I was a kid in the '80s. I've always found him fascinating. There have been many versions of Firestorm over the years, and when I started talking with Scott Snyder and our DC editors, Andrew Marino and Marquis Draper, about Next Level, Firestorm came up. Andrew and Marquis are huge fans, and so am I.

We started thinking about how we could celebrate everything we love about the character while also doing something fresh, bold, and accessible to a new generation of readers. I challenged myself to really push it, and having Rafael as my partner made that easier. He's such a versatile artist; he can move between styles and bring different takes to the character in a really dynamic way.

REALITY REIMAGINED.

RAFAEL DE LATORRE: It's been such a pleasure working on this project. When the idea was pitched to me, I was instantly hooked; it had so much potential. I also have to mention the incredible work colorist Marcelo Maiolo has done on these pages. We're close friends, and we talked a lot about exploring different styles throughout the book.

That's been one of the most exciting parts of the process, playing with different realities and leaning into different storytelling approaches. The colors really elevate that. They're pretty amazing.

ATOMIC-LEVEL STAKES.

LEMIRE: What's always fascinated me about Firestorm is that at its heart, it's a story about identity. Traditionally, it's two people merged into one, fighting for control of the incredibly powerful Firestorm matrix. There have been different iterations over the years, but the one constant is change. Firestorm is always evolving, always in flux.

He's also one of the most underrated characters in terms of power level. At his base, he can manipulate reality at the atomic level, and the only real limit to that power is whoever's in control of it.

NO COPILOT. NO CONTROL.

LEMIRE: That kind of power can be terrifying, and I started wondering what would happen if it went wrong, if Ronnie Raymond and Professor Stein lost control. In our story, Firestorm walks into a small town in Colorado and begins experimenting, first with objects, then with people. There's definitely a horror element to the book.

LEMIRE: In the first issue, we learn that Ronnie is trying to control Firestorm on his own for the first time. He doesn't have a copilot, and as a result, he's losing control. The Firestorm matrix may have become sentient and autonomous, and Ronnie is buried deep inside.

From there, Firehawk, Lorraine Reilly, embarks on a desperate search across the DC Universe for Professor Stein, believing he may be the only one who can help Ronnie.

PAST AND PRESENT COLLIDE.

LEMIRE: On a fun meta level, while all this is happening in the present-day DC Universe, Ronnie is trapped inside the matrix, reliving his classic adventures. He's stuck in a loop the matrix has created to keep him subservient.

It allows us to celebrate Firestorm's past and revisit the different versions of the character over the years while pushing him into something new.

DON'T MISS THE FURY OF FIRESTORM, ON SALE MONTHLY!

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